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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
10/031,282	02/12/2002	Yoichi Kobayashi	450101-03040	6211

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EXAMINER

PANOS, JEFFREY C

ART UNIT	PAPER NUMBER
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3713

DATE MAILED: 10/20/2005

Please find below and/or attached an Office communication concerning this application or proceeding.

Office Action Summary	Application No. 10/031,282	Applicant(s) KOBAYASHI ET AL.	
	Examiner Jeffrey C. Panos	Art Unit 3713	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) ☐ Responsive to communication(s) filed on ____.
- 2a) ☐ This action is **FINAL**. 2b) ☒ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

- 4) ☒ Claim(s) 1-27 is/are pending in the application.
4a) Of the above claim(s) ____ is/are withdrawn from consideration.
- 5) ☐ Claim(s) ____ is/are allowed.
- 6) ☒ Claim(s) 1-27 is/are rejected.
- 7) ☐ Claim(s) ____ is/are objected to.
- 8) ☐ Claim(s) ____ are subject to restriction and/or election requirement.

Application Papers

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☒ The drawing(s) filed on 12 February 2002 is/are: a) ☒ accepted or b) ☐ objected to by the Examiner.
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

- 12) ☒ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
a) ☒ All b) ☐ Some * c) ☐ None of:
1. ☒ Certified copies of the priority documents have been received.
 2. ☐ Certified copies of the priority documents have been received in Application No. ____.
 3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).
- * See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

- | | |
|---|--|
| 1) <input checked="" type="checkbox"/> Notice of References Cited (PTO-892) | 4) <input type="checkbox"/> Interview Summary (PTO-413)
Paper No(s)/Mail Date. ____ |
| 2) <input type="checkbox"/> Notice of Draftsperson's Patent Drawing Review (PTO-948) | 5) <input type="checkbox"/> Notice of Informal Patent Application (PTO-152) |
| 3) <input checked="" type="checkbox"/> Information Disclosure Statement(s) (PTO-1449 or PTO/SB/08)
Paper No(s)/Mail Date <u>11/13/01</u> . | 6) <input type="checkbox"/> Other: ____ |

DETAILED ACTION

Claim Rejections - 35 USC § 102

The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless –

(a) the invention was known or used by others in this country, or patented or described in a printed publication in this or a foreign country, before the invention thereof by the applicant for a patent.

Claims 1, 2, 4-9, and 11-27 are rejected under 35 U.S.C. 102(a) as being anticipated by Nippon (JP 2000-005439).

Regarding claim 1, Nippon teaches a video game device 103 that reads video game software from a recording medium (host computer memory) and client registration control means for getting access to said service provider through said network and performing client registration of said video game program when the player stops play or the game gets interrupted. In addition, if the game becomes interrupted or the player would like to stop the game, the progression of the game is stopped, but saved and printed using a code that tells the machine the game program that was used and the level the player was on at the time. The host computer additionally works as the service provider of the network, giving it administration means to provide the privileged information printed for the player, where it is inherent that the printer control program converts the privilege information into printed data. Therefore, the progression of the game is based on the keycard. Once the player inputs this back into the game

machine, the information is read and pulled up for the player. See Detailed Description ¶ 0014.

Regarding claim 2, Nippon teaches a printer for a keycard that is inherent to have a printer control program that prints the privilege information that is contained on the keycard. See Detailed Description ¶ 0014.

Regarding claim 4, Nippon teaches a keycard that contains privilege information including client information, which is inherent in the keycard being that it is printed for that player at that specific point in the game. Whether the game was stopped by the player or the game play interrupted. See Detailed Description ¶ 0014 and 0015.

Regarding claim 5, Nippon teaches validation of privilege information on the basis of said identification information that is a part of said privilege information. The identification information is inherent in the keycard being that it is printed for that player at that specific point in the game. Whether the game was stopped by the player or the game play interrupted. See Detailed Description ¶ 0014 and 0015. Also, the keycard identifies the stage code and game code, which is identification information specific to that player. See Detailed Description ¶ 0021 and 0022.

Regarding claim 6, Nippon teaches a video game device 103 that reads video game software from a recording medium (host computer memory) and client registration control means for getting access to said service provider through said network and performing client registration of said video game program when the player stops play or the game gets interrupted. In addition, if the game becomes interrupted or the player would like to stop the game, the progression of the game is stopped, but saved and

printed using a code that tells the machine the game program that was used and the level the player was on at the time, where it is inherent that the printer control program converts the privilege information into printed data. Therefore, the progression of the game is based on the keycard and the keycard is what is used to accept access of that player. See Detailed Description ¶¶ 0014 and 0021.

Regarding claim 7, Nippon teaches a video game device 103 that reads video game software from a recording medium (host computer memory) and client registration control means for getting access to said service provider through said network and performing client registration of said video game program when the player stops play or the game gets interrupted. In addition, if the game becomes interrupted or the player would like to stop the game, the progression of the game is stopped, but saved and printed using a code that tells the machine the game program that was used and the level the player was on at the time. The host computer additionally works as the service provider of the network, giving it administration means to provide the privileged information printed for the player, where it is inherent that the printer control program converts the privilege information into printed data. So, the progression of the game is based on the keycard. Once the player inputs this back into the game machine, the information is read and pulled up for the player. See Detailed Description ¶¶ 0014.

Regarding claim 8, Nippon teaches administration means to provide the privileged information printed for the player. Also, it is inherent that there is a client database in the host computer since there is a keycard printout for an individual player and when inserted there is information pulled up where that player last left off. See

Art Unit: 3713

Detailed Description ¶¶ 0014, 0021, and 0022. Nippon also teaches a distribution control means for accepting access based on the information on the keycard, which is with respect to the client or player. This allows the player to access the information from when there game was interrupted. See Detailed Description ¶¶ 0014 and 0021.

Regarding claim 9, Nippon teaches a distribution control means for accepting access based on the information on the keycard, which is with respect to the client or player. This allows the player to access the information from when their game was interrupted. See Detailed Description ¶¶ 0014 and 0021. In addition, if the game becomes interrupted or the player would like to stop the game, the progression of the game is stopped, but saved and printed using a code that tells the machine the game program that was used and the level the player was on at the time, where it is inherent that the printer control program converts the privilege information into printed data and that there is a printing control program capable of printing said privilege information. See Detailed Description ¶¶ 0014, 0021, and 0022.

Regarding claim 11, Nippon teaches a service provider system (host computer and network) where said privilege information is distributed with identification information added thereto by said distribution control means. Nippon shows a distribution control means for accepting access based on the information on the keycard, which is with respect to the client or player. This allows the player to access the information from when there game was interrupted. See Detailed Description ¶¶ 0014 and 0021.

Regarding claim 12, Nippon teaches validation of privilege information on the basis of said identification information that is a part of said privilege information. The identification information is inherent in the keycard being that it is printed for that player at that specific point in the game. Whether the game was stopped by the player or the game play interrupted. See Detailed Description ¶¶ 0014 and 0015. Also, the keycard identifies the stage code and game code, which is identification information specific to that player. See Detailed Description ¶¶ 0021 and 0022.

Regarding claim 13, Nippon teaches administration means to provide the privileged information corresponding to a game stage of a video game. Nippon also teaches a distribution control means for accepting access based on the information on the keycard, which is with respect to the client or player. This allows the player to access the information from when there game was interrupted. See Detailed Description ¶¶ 0014 and 0021.

Regarding claim 14, Nippon teaches a distribution control means for accepting access based on the information on the keycard, which is with respect to the client or player. This allows the player to access the information from when their game was interrupted. See Detailed Description ¶¶ 0014 and 0021. In addition, if the game becomes interrupted or the player would like to stop the game, the progression of the game is stopped, but saved and printed using a code that tells the machine the game program that was used and the level the player was on at the time, where it is inherent that the printer control program converts the privilege information into printed data and

Art Unit: 3713

that there is a printing control program capable of printing said privilege information.

See Detailed Description ¶¶ 0014, 0021, and 0022.

Regarding claim 15, Nippon teaches a software read-out means of a video game program on a recording medium, where the recording medium contains video game program body, privilege information corresponding to a game stage of a video game progressed in accordance with a video game program. Nippon also shows printing a keycard containing information related to the game stage the player has progressed to and it is inherent that there is a printing control program capable of printing privilege information corresponding to the cleared game stage when the game stage is cleared. In addition, Nippon teaches a control means for progressing a game stage through accessing the host computer where the keycard obtains printed information corresponding to the game stage the player was on, where the information is converted to notation specified for the keycard. It is inherent that the printing control program converts the information into printing data. See Detailed Description ¶¶ 0014, 0015, 0021, and 0022.

Regarding claim 16, Nippon teaches a video game program that is accessed from the host computer (from the recording medium) when a stage is cleared. Through use of the keycard, the same concept is put into action where the player can pick up where they left off. The player obtains the information relating to their game from using the keycard that accesses the host computer. Nippon also teaches a control means for progressing a game stage through accessing the host computer where the keycard obtains printed information corresponding to the game stage the player was on, where

Art Unit: 3713

the keycard (when used), in turn, gets access to the service provider based on the game stage and game code identifying information of the player. Through the host computer there is printing control means for converting the privilege information obtained from said service provider into printing data, where the data output on the keycard. See Detailed Description ¶¶ 0014, 0015, 0021, and 0022.

Regarding claim 17, Nippon teaches a control means that reads out individual identification information every game stage that is cleared by the game having to be accessed from the host computer for each stage. This is privileged information from the service provider or host computer. See Detailed Description ¶¶ 0014, 0021, and 0022.

Regarding claim 18, Nippon teaches having to access the host computer to obtain the game program information for each game stage and a keycard gaining access to the host computer that contains privilege information relating to the game program and game stage the player was at when the game was interrupted. See Detailed Description ¶¶ 0014, 0021, and 0022.

Regarding claim 19, Nippon teaches reading a game program from a host computer's recording medium, which has privilege information corresponding to a game stage of a video game progressed in accordance with a video game program. Through the host computer there is printing control means for printing privilege information corresponding to a cleared game stage when the player interrupts the game and this information is printed on a keycard. There is also printing control means for converting the privilege information obtained from said service provider into printing data, where

the data output on the keycard. See Detailed Description ¶¶ 0014, 0015, 0021, and 0022.

Regarding claim 20, Nippon teaches reading a game program from the host computer that contains identification information from the keycard for the player's game stage and game program, where the keycard was printed with this information and allows the user to obtain access to the privilege information. This allows the player to progress the game in accordance with the video game program. See Detailed Description ¶¶ 0014, 0015, 0021, and 0022.

Regarding claim 21, Nippon teaches a printing control program capable of printing the privilege information from the host computer, where it is inherent that the printing control program converts the information into printing data. See Detailed Description ¶¶ 0014, 0021, and 0022.

Regarding claim 22, Nippon teaches a printing control program capable of printing the privilege information from the host computer, where it is inherent that the printing control program converts the information into printing data. See Detailed Description ¶¶ 0014, 0021, and 0022.

Regarding claim 23, Nippon teaches video game program body read from the host computer by the game terminal, where privilege information is obtained from the host computer corresponding to the game stage of the video game program. In addition, Nippon shows a printing control program that is inherent in the system because of being capable of printing information related to the game program on a keycard for a player. See Detailed Description ¶¶ 0014, 0021, and 0022.

Regarding claim 24, Nippon teaches a printing means for a keycard when the game becomes interrupted, where it is inherent that the printing control program includes a printer driver because all computers contain printer drivers for their printing programs. See Detailed Description ¶¶ 0014 and 0022.

Regarding claim 25, Nippon teaches a video game program and identification information for obtaining and printing privilege information by a keycard. The keycard contains information relating to the game stage and game program, and allows for access to a service provider (host computer). When a stage is cleared the game terminal gains access to the host computer for the next game stage whether a keycard is used or not. See Detailed Description ¶¶ 0014, 0021, and 0022.

Regarding claim 26, Nippon teaches individual identification for every game stage being that there is a keycard that can be printed with information relating to a player's game stage and program. See Detailed Description ¶¶ 0014 and 0022.

Regarding claim 27, Nippon teaches a video game program that includes a printing program capable of printing the privilege information relating to the player's game stage and game program. See Detailed Description ¶¶ 0014, 0021, and 0022.

Claim Rejections - 35 USC § 103

The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

Claims 3 and 10 are rejected under 35 U.S.C. 103(a) as being unpatentable over Nippon in view of Kelly et al (U.S. Patent No. 6,645,068 B1).

Regarding claims 3 and 10, Nippon shows all of the claimed invention except for the advertising database in which advertising information is registered. Kelly et al teaches a promotional coupon from a game machine. It would have been obvious to one of ordinary skill in the art at the time the invention was made to modify Nippon by providing the advertising means taught by Kelly et al since it would be beneficial to the inventor and it is capable of printing advertising on its keycard when printing out the privileged information (column 14, lines 32-35).

Conclusion

The prior art made of record and not relied upon is considered pertinent to applicant's disclosure.

U.S. Patent No. 5,890,963 teaches the maintaining of continuous and progressive game play in a computer network, where said network contains a server for the client and holds information related to the game for the client.

U.S. Patent No. 5,558,339 teaches network using telephone lines connecting a plurality of players to play a game.

U.S. Patent No. 5,791,992 teaches a video game system that is capable of connecting to the Internet and transfer data between the Internet and the gaming system.

U.S. Patent No. 5,762,552 teaches a real-time, interactive gaming network involving betting on games of chance with printing means.

U.S. Patent No. 5,964,660 teaches a gaming network accommodating multiple players.

U.S. Patent No. 6,374,357 teaches a system and method for regulating a network service provider's ability to provide network services to a distributed application executing on a network connected to a computer.

U.S. Patent No. 6,746,333 teaches a gaming system that has access to data related to the game.

U.S. Patent No. 6,810,528 teaches online gaming over the Internet using a server terminal and client computer.

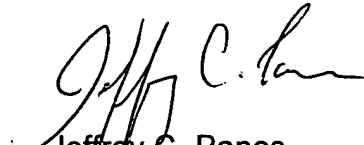
U.S. Patent No. 6,805,634 teaches identification and verification information downloaded from an external information source to a gaming terminal.

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Jeffrey C. Panos whose telephone number is (571) 272-6136. The examiner can normally be reached on M-F 8:00am - 4:30pm.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Xuan Thai can be reached on (571) 272-7147. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Art Unit: 3713

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free).



Jeffrey C. Panos
October 13, 2005
Art Unit 3713



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SUPERVISORY PATENT EXAMINER

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